
DOX FOR PiNBALL FANTASiES - BY DiGiTAL iLLUSiONS

If you like the game - PLEASE consider buying the original...
I did...:)

TABLE MENUS

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To load a table, use F-keys 1 or 2 as follows:

Course Disk 1

F1	Partyland Table
F2	Speed Devils Table

Course Disk 2

F1	Billion Dollar Game Show Table
F2	Stones 'N' Bones Table

To switch course disk, remove the current disk, press HELP and follow the on-screen instructions.

CONTROLS

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Keyboard

F1 to F8	Select number of players (F1=1 player, F8=8 players)
Arrow Down	Pull spring (release to shoot ball)
P	Pause (any key restarts)
ESC	Quit to main menu (after pausing)
ESC	Restart table (when a ball is in the chute)
Right SHIFT/ALT/AMIGA	Flip right flipper
	Cycle/shift various table lights
Left SHIFT/ALT/AMIGA	Flip left flipper
	Cycle/shift various table lights
Space Bar	Tilt the table
M	Toggle music on/off

MOUSE

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Drag downwards	Pull spring
Left mousebutton	Shoot ball

If you get a hi-score, type in your name (3 letters allowed) when prompted. The backspace key can be used to correct mistakes. Hi-scores are saved to each course disk when you exit a table (quit to the menu). If you want to save hi-scores, make sure your course-disk is write-enabled.

GENERAL INFORMATION

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The Jackpot is a score counter which is built up by all participating players during the game. It is reset each time a Jackpot is awarded to a player.

Many of the lights on the tables have letters on them which enable special features as follows:

XB	=	Extra ball	JP	=	JackPot
DB	=	Double bonus	xM	=	Score x million points
SB	=	Score bonus	5x	=	Score 5 times feature points
HB	=	Hold bonus	MB	=	Bonus multiplier
x/xK	=	Score x thousands			

A flashing light is often a hint as to where you can raise your score and collect the bonuses.

At the end of your game the last but one digit of your score will be shown in the panel. Random numbers will then be flashed across the panel and one will be selected. If your number matches the random number you are awarded an extra ball and can continue from where you left off.

THE TABLES

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T A B L E 1 * P A R T Y L A N D *

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DUCK TARGETS	Light all DUCKS to enable SNACKS (ICECREAM, SODA and POPCORN) in turn. Shoot ball into the trap under the top flipper to eat the lit SNACK. Eating all SNACKS enables HOLD BONUS and DOUBLE BONUS on the ANTICLOCKWISE loop. The DOUBLE BONUS is only active for 10 seconds. Eating all the SNACKS afterwards enables DOUBLE BONUS. Light all PUKE letters, then shoot the DRAGON'S MOUTH for 5 MILLION points, EXTRA BALL and JACKPOT in turn.
PUKE	Light all PUKE letters then shoot the DRAGON'S MOUTH for 5 MILLION points, EXTRA BALL and JACKPOT in turn.
CYCLONE	Shoot the CYCLONE to add 1 to the BONUS COUNTER.
DRAGON	Shoot the DRAGON'S MOUTH when no lights lit to score 250,000 points.
JACKPOT	Collect from the DRAGON'S MOUTH after: 1. Spelling PUKE 3 times. 2. Enabling HAPPY HOUR. 3. Enabling MEGA LAUGH. JackPot only lasts for 30 seconds during HAPPY HOUR and MEGA LAUGH.
BONUS MULTIPLIER	Shoot the SKYRIDE 3 times and shoot the ANTICLOCKWISE loop to collect the next BONUS MULTIPLIER.
ARCADE	Enabled by hitting the target just below the entrance. Gives bonus of either: 1. Nothing. 2. 500,000 points. 3. 1 MILLION points. 4. 5 MILLION points. 5. Enabling SIDE-LANE EXTRA BALL light. 6. An extra CRAZY-letter.
ROCKET LIGHTS	Light all ROCKET lights to score 2, 4, 6 and 8 BONUS MULTIPLIERS in turn. Score EXTRA BALL and 1 MILLION points in turn after lighting all BONUS MULTIPLIERS.

EXTRA BALL	Collect from the DRAGON'S MOUTH after spelling PUKE twice.
SIDE-LANE XB	When XB light is enabled, exiting through a SIDE-LANE awards an EXTRA BALL.
TUNNEL	Repeatedly shooting the TUNNEL after the ball falls from DROP ZONE awards the flashing TUNNEL BONUS and enables the next BONUS for 10 seconds.
SKILL SHOT	Scored by shooting the CYCLONE or the TUNNEL immediately after the ball is shot from the spring.
HIDDEN HALLWAY	Mystery bonus enables 5 count bonuses on the CYCLONE.
MEGA-LAUGH	Light up all MAD letters to spell CRAZY. 1 MAD letter lit each time you shoot the ball into the CLOCKWISE loop. 1 CRAZY letter lit when all MAD letters lit. MEGA-LAUGH scores 5 MILLION points for all ramps and passages for 25 seconds.
HAPPY HOUR	Spell PARTY by completing the following: 1. P - shoot the ANTICLOCKWISE loop and then the tunnel. 2. A - eat all 3 snacks. 3. R - shoot the ANTICLOCKWISE loop and then the CYCLONE. 4. T - shoot any SKYRIDE/LOOP combination twice in 10 seconds. 5. Y - spell PUKE. HAPPY HOUR scores 1 MILLION points for all TARGETS (bumpers, drop targets etc) for 25 seconds.

T A B L E 2 * S P E E D D E V I L S *

GEAR	Spell GEAR as follows: 1. Shoot the JUMP ramp to light G. 2. Shoot the OFFROAD ramp to light E. 3. Shoot B, U and R targets to light A. 4. Shoot N, I and N targets to light R. These can be completed in any order.
POSITION	Each GEAR spelt enables 2 POSITION OVERTAKES which are collected by shooting the RIGHT and LEFT (or vice-versa) ramps one after the other.
EXTRA BALL	Enabled after completing 20 MILES. Scored by shooting the TOP RIGHT passage when light lit.
JACKPOT	Collected by shooting the JUMP ramp when the JACKPOT light is lit. Lit for 20 seconds only.
SUPER-JACKPOT	Collect SUPER JACKPOT in the PIT-STOP after scoring JACKPOT on the JUMP ramp.
MILES	Shoot the LEFT or RIGHT ramp to collect 1 MILE.
MILLION	Shoot the RIGHT and LEFT (or vice-versa) ramps within 5 seconds to score 1 MILLION points.
SPEED	Shoot the LEFT and RIGHT ramps and then shoot the JUMP ramp to increase the SPEEDOMETER one step. Each ramp then scores the SPEED value x1000 points.
AUTO-FEATURES	Every 2 SPEED steps enables a BONUS PART for your CAR. Collect the part by shooting the

	flashing 1-5 lights. A CAR part flashes when collected.
GOAL	Enabled when position 1 is reached. This also enables the JACKPOT for 20 seconds. Collect the GOAL in the PIT-STOP.
MULTI-BONUS	Light all the PIT lights and shoot the OFFROAD ramp to collect the next MULTI-BONUS. After all bonuses are collected lighting PIT scores 1 MILLION points.
OFF-ROAD	Enabled after 10, 40, 60... MILES. All targets score 100,000 points for 25 seconds.
TURBO-MODE	Enabled when GOAL is collected. Awards 5 MILLION points on all ramps for 25 seconds.
JUMP	Enabled after collecting 30, 50, 70... miles etc and is collected on the JUMP ramp. JUMP awards 10 MILLION points.

T A B L E 3 * B I L L I O N D O L L A R G A M E S H O W *

SKILL RAMP	Shown by the top red Arrow.
LEFT PASSAGE	Circular lane starts by the MUSHROOMS and ends at the TOP FLIPPER.
RIGHT PASSAGE	Reverse LEFT passage.
MULTI-BONUS	Shoot the LEFT passage and the CLOCKWISE ramp to collect the next MULTI-BONUS.
EXTRA BALL	Shoot the SKILL ramp 12 times to enable EXTRA BALL on the LEFT passage.
JACKPOT	Collect 3 PRIZES to enable JACKPOT for 25 seconds. Collect it in the RIGHT ramp.
SUPER-JACKPOT	Collect the JACKPOT to enable SUPER-JACKPOT (50M) for 5 seconds on the CLOCKWISE ramp.
PRIZES	Enable the PRIZES by: 1. Shoot the RIGHT ramp and then the SKILL ramp to enable the TV. 2. Shoot the RIGHT ramp and then the CLOCKWISE ramp to enable the CAR. 3. Shoot the LEFT passage and then the SKILL ramp to enable the TRIP. 4. Shoot the RIGHT ramp, the SKILL ramp and the RIGHT passage to enable the BOAT. 5. Shoot the RIGHT ramp, the CLOCKWISE ramp and the LEFT passage to enable the PLANE. 6. Shoot the LEFT passage, the SKILL ramp and the RIGHT passage to enable the HOUSE. You have to enable and collect the TV, CAR and TRIP before you can shoot for the BOAT, PLANE and HOUSE.
COLLECT PRIZES	Shoot the LOOP MIL down to the LEFT BALL TRAP to collect a prize. Collecting 3 PRIZES enables the second set of 3 PRIZES and the JACKPOT. When all 6 PRIZES have been collected shoot for the LOCK. This enables BILLION which can be collected in the LEFT BALL TRAP.
LEFT BALL TRAP	Opened by: 1. Enabling the TV, CAR and TRIP. 2. Enabling the BOAT, PLANE and HOUSE. 3. Hitting all the DOLLAR targets.

MILLIONS	Shoot the LOOP MIL repeatedly when the LEFT BALL TRAP is shut off to score 1 MILLION each time.
MILLION PLUS	Shoot the RIGHT ramp followed by CLOCKWISE ramp for 1, 2, 3... MILLIONS.
CASH-POT	Shoot the LOCK to score the current CASH-POT.
SMALL WHEEL	Hit both DOLLAR targets to enable the SMALL WHEEL. Shoot the LEFT BALL TRAP to spin the WHEEL and collect a random value.
5x CASH	Enable 5x CASH by shooting the CLOCKWISE ramp. Shoot the LOCK to collect 5x the CASH-POT value.

T A B L E 4 * S T O N E S ' N ' B O N E S *

SCREAMS RAMP	Ramp on the right.
STONES & BONES	Spell STONE and BONE to enable the next GHOST.
KEY	Spell KEY to open the TOWER for the next TOWER value.
EXTRA BALL	Shoot the SCREAMS ramp 10 times to enable the EXTRA BALL which is collected in the TOWER.
JACKPOT	Collected in the TOWER during GHOST HUNTER and GRIM REAPER.
SUPER-JACKPOT	Shoot the TOWER straight after collecting the JACKPOT to score 50 MILLION points.
MULTI-DEMON	Enables a BALL LOCK in the VAULT and WELL. Collect the following points on the SCREAMS ramp: 1. No locked balls - 5 MILLION points. 2. 1 locked ball - 10 MILLION points. 3. 2 locked balls - 20 MILLION points.
TOWER	Collect the current TOWER value, and collect the TOWER bonus when enabled.
SCREAMS RAMP	Collect 1 SCREAM.
WELL	Collect the current WELL value.
BONUS MULTIPLIER	Shoot the CLEAR ramp and the WELL to collect the next BONUS MULTIPLIER.
MILLION	Shooting the LEFT ramp repeatedly scores 1 MILLION each time.
MILLION PLUS	Shoot the CLEAR ramp and then the far RIGHT passage to score 1, 2, 3... MILLION points.
2x SCREAMS	Shoot the CLEAR ramp and the SCREAMS ramp to collect 2 SCREAMS.
GHOST HUNTER	All TARGETS and BUMPERS score 1 MILLION points for 30 seconds.
GRIM REAPER	All TRAPS and RAMPS score 5 MILLION points for 30 seconds.
TOWER HUNT	Shoot the TOWER for 5, 10 and 20 MILLION points in turn within 30 seconds.
LOOP COMBO	Shoot the CLEAR ramp to the ROLL-OVERS, drop down to the LEFT FLIPPER and hit the SCREAMS ramp and the far LEFT ramp for 5 MILLION points.
LEFT BALL TRAP	Collect the enabled GHOST and the VAULT value.
GHOSTS	The GHOSTS are lit up one after the other when spelling STONE and BONE, and award the following: 1. BAT - 5 MILLION points.

2. BLUE GHOST - Enables TOWER HUNT feature.
3. GREEN SMILER - Enables EXTRA BALL.
4. RED DEVIL - 10 MILLION points.
5. YELLOW POLTERGEIST - Enables GHOST HUNT.
6. BLUE OCTOPUSSY - Enables MULTI-DEMON.
7. MUMMY HEAD - 15 MILLION points.
8. GRIM REAPER - Enables GRIM REAPER.

A GHOST must be collected before the next one can be enabled.

R.I.P.

Spelling R.I.P. enables the KICKBACK in the LEFT BALL TRAP.

-->These dox were typed by SPiRiT of PSYCHOTiC, October 28th, 1992.<--